MVS ®

MULTI VIDEO SYSTEM

NEO·GEO

OFFICIAL SEAL

BIGGER · BADDER · BETTER

NEO·GEO IS A TRADEMARK REGISTERED BY SNK

SNK CORPORATION

LEAGUE BOWLING • USER'S MANUAL
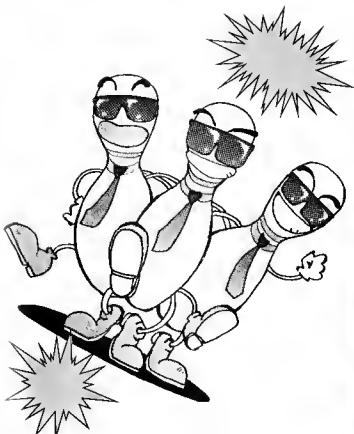
League Bowling

[ATTENTION]
- This product can only be used on the NEO GEO MVS System
- Do not disassemble!!
  Contains high precision parts!
- Avoid dropping or other strong shocks.
  Keep away from extreme temperatures.
- Do not touch terminal.
  Avoid exposure to water and dust
- Damage may be caused if cleaned with thinner or benzine.
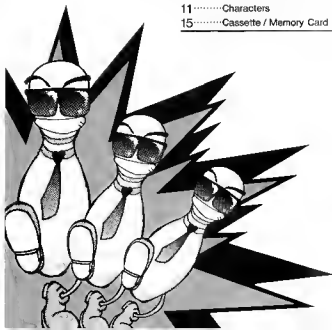- After game play, pull AC adaptor from outlet

[MEMORY CARD PRECAUTIONS]
- Insert the memory card as the arrow shows
- During load/save for memory card, do not insert or pull out the memory card or game cartridge
  Do not shut off the main switch!
- Keep water and dust away from the connector of the NEO·Geo memory card

15

CONTENTS

2

CONTROLS

LEGUE BOWLING CONTROLS

❶	JOYSTICK	Game Mode / Select number of bowlers Controls player's movement
❷	A BUTTON	Confirm game mode / Confirm right-handed or left-handed / Confirm ball selection / Select ball control / Select power gauge.
❸	B BUTTON	Not Used.
❹	C BUTTON	Not Used.
❺	D BUTTON	Not Used

*Memory card will store your selection of right-handed or left-handed bowler and ball selection.

SAVE & LOAD

● SAVE

Insert the memory card into slot located on the front, right-hand side of console BEFORE TURNING SYSTEM "ON". After selecting ball and bowler, "MEMORY CARD SAVE" is indicated - Select "YES" and press the "A" button.

● LOAD

Insert memory card and turn power "ON".
Before selecting the bowler, "MEMORY CARD LOAD" is indicated - Select "YES" and press the "A" button.

Mr. BOW & Pin Brothers

Pete.

GAME MODE SELECTION

Press the START button at the title screen. GAME MODE SELECTION SCREEN is then indicated. Move joystick up or down to highlight selection and confirm by pressing the "A" button.

● MULTIPLE PLAYERS
  - 1 PLAYER ········· For 1 bowler. "How to Play" will be displayed on Lane 2.
  - 2 PLAYER ········· For 2 bowlers.
  - 3 PLAYER ········· For 3 bowlers. Third bowler will bowl on 1st lane.
  - 4 PLAYER ········· For 4 bowlers. Third and fourth bowlers will bowl on 1st and 2nd lanes.

● GAME MODE DESCRIPTIONS
  - SCORE GAME ·· Regular bowling competition with pins scoring points.
  - FLASH ········· Flash mode gives you between 50 and 300 points from the board flashing above your lane. To receive points you must bowl a strike (top level) or a spare (bottom level).
  - STRIKE "90" ··· The Strike 90 mode gives you "90" points for a strike and "60" points for a spare.

※ In FLASH and STRIKE 90 modes points will be added on the next frame. At the 10th frame there will be no bonus throw.

13

4

Jessica
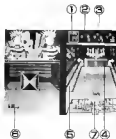
5

12

GAME SCREEN

● PLAYER SELECTION SCREEN

- **Ball Selection** ···· ··Ball weight varies between 8 thru 15 pounds.
  Balls vary by weight, size and color.
  Move the joystick up or down to find selection -
  Confirm with "A" button.

- **Player Selection** ···· Select a right-handed or left-handed bowler by
  moving joystick right and left.
  After your selection, the game can be started by
  pressing the "A" button.

● THROW SCREEN

① Throwing time	····	You have 20 seconds to throw your ball, when the timer reaches "0" the ball is automatically thrown for you.
② Score Indication		Gives player's score.
③ Remaining Pins		Those pins left after your first ball is thrown
④ Control Gauge		Controls direction of ball.
Power Gauge	····	Controls the force of the ball
⑤ Gutter	····	Gutter balls are when no pins are knocked down
⑥ Bowler's Number		Indicates the order of each bowler
⑦ Bowler	····	This is the bowler you control by moving left or right with joystick.

MAGNIFIED SCREEN

①Demo Window⋯⋯⋯You will see different responses depending on the number of pins you knock down
②Pins ⋯⋯⋯⋯⋯⋯ This is the same arrangement of pins from the "Throw Screen"
③Ball ⋯⋯⋯⋯⋯⋯ The ball you have thrown.
④Gutter ⋯⋯⋯⋯⋯ Gutter balls are when no pins are knocked down.
⑤Bowlers Number ⋯⋯ Indicates the order of each bowler

COMMUNICATION MULTI-PLAY

The communication function enables this game to be played with up to four players simultaneously.

●REQUIREMENTS FOR COMMUNICATION MULTI-PLAY
1. Two (2) NEO·GEO Consoles
2. Two (2) NEO·GEO Controllers
3. Two (2) League Bowling Cartridges
4. One (1) Communication Cable
5. Two (2) TV's or Color Monitors

●HOW TO CONNECT
①Connect 2 NEO·GEO consoles to 2 TV sets
②Insert the game cartridges
③Connect the cartridges with the communication cable.
④Turn both NEO·GEO units "ON". Both players must select "Communication multi-play". (The console turned on first will be player #1)
⑤Select game mode.
⑥When "entry screen" is sent to another NEO·GEO, press the "start" button to begin.

● **Power gauge**

After you confirm the control gauge, the power gauge appears on the screen.
Quickly select the power by pressing the "A" button.
(if maximum power is used the ball may edge to the left)
The power will be automatically selected for you if you fail to press "A" fast enough.
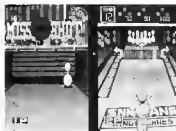
● **Bowler's movement**

Move bowler left and right with joystick to desire bowling position.

● **Control gauge**

Confirm the direction of the ball by pressing the "A" button.

NEO GEO

■LEAGUE BOWLING CONTROLS

JOYSTICK : SELECT BOWLER/COMMAND.
A BUTTON : PRESS TO SET GAUGE/THROW BALL.
B,C,D BUTTON : NOT USED.